Franklin®

HARRAP'S
shorter

Dictionnaire
français-anglais
anglais-français

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Introduction

Welcome to the world of Franklin. This Franklin model is a powerful, electronic reference with a built-in book, plus one slot in the back for a book card*. With the *Harrap's Shorter Dictionnaire français-anglais*, you can:

- find translations of thousands of words, most of which contain parts of speech and usage examples;
- conjugate words quickly and easily;
- let state-of-the-art spell correction help you find the word you're looking for;
- hear the pronunciation of English headwords and travellers' phrases;
- see an English word's synonyms, antonyms, and other related words using Franklin's built-in English Thesaurus;
- use the Grammar Guide, a comprehensive outline of English grammar;
- learn a new word every time you turn the unit on;

* Book cards are not included in this product. You may be able to find them at retail stores or from our Web site: www.franklin.com/fr.

- use the MatchMaker function to find words of whose spelling you are unsure, or to help solve crossword puzzles;
- improve your spelling and vocabulary using the Learning and Exercises menus;
- browse the TOEFL® Test* Word List, which contains words you might find on the Test of English as a Foreign Language;
- create your own list of French or English study words in *My Vocabulary List*;
- create a list of phrases that you want to remember in *My Phrase List*;
- play 14 fun and educational games, including *Anagrams*, *Conjumania*, *Gender Tutor*, *Hangman*, *Jumble*, *Letris*, *Letter Poker*, *Word Blaster*, *Word Builder*, *Word Deduction*, *Word Dozer*, *Word Train* and *Link Four*.

This model includes an Organiser that features a clock, databank, calculator, metric converter and currency converter. To learn more, read this User's Guide.

* TOEFL and the Test of English as a Foreign Language are registered trademarks of the Educational Testing Service (ETS). This product is not endorsed or approved by ETS.

Using the Special Features

Your unit is equipped with several special features that many, but not all BOOKMAN book cards use. To learn if you can use the special features with a particular book card, read its User's Guide.
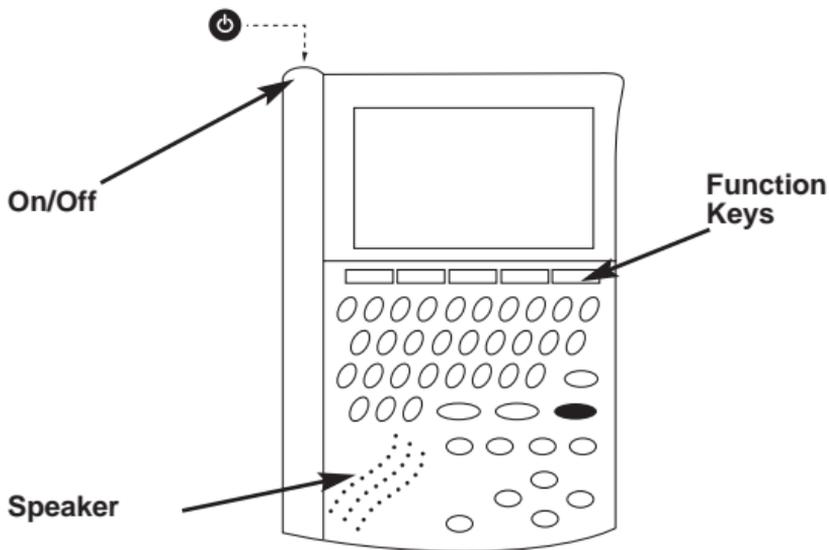
On/Off: Turns the unit on and off.

Function Keys: Each of these keys corresponds to the dictionary or organiser function that appears directly above it on the screen.

Speaker: The speaker is located on the front of the unit.

Headphone Jack: The headphone jack is designed for 3.5 mm, 35 ohm impedance stereo headphones. **Caution**: Monophonic headphones will not work with this unit.

Volume Control: The dial, located under the headphone jack, controls the volume of the speaker or headphones.
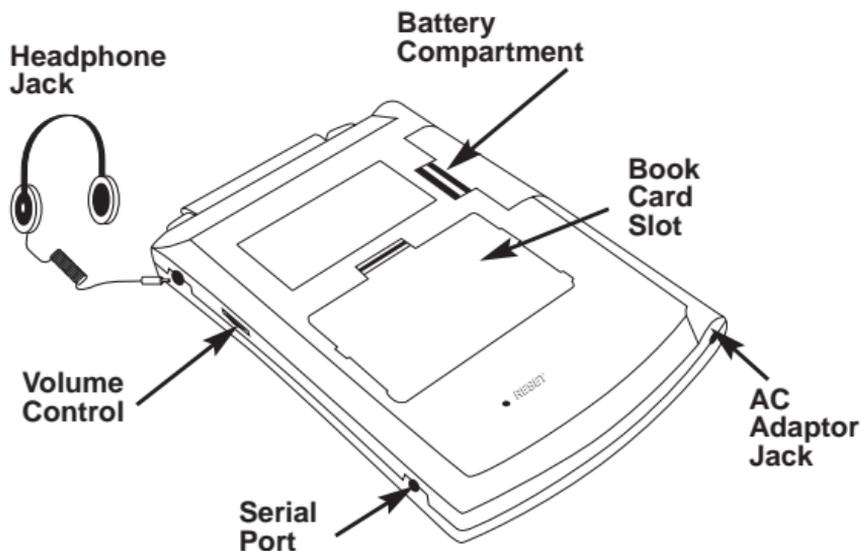
Serial Port: Plug in a serial-USB or serial-serial cable here to connect the Collegiate Dictionary to your PC.

AC Adaptor Jack: The AC/DC adaptor is in the 9 volt range within a current range of 200 to 300 milli-amperes.

This symbol indicates that the inner core of the plug of an AC adaptor is negative and that the outer part of the plug is positive. If the symbol on your AC/DC adaptor does not match the above symbol, confirm its compatibility at its place of purchase.

Book Card Slot: The card slot is located on the back of the unit. It enables you to read electronic books purchased from **franklin.com** and is compatible with most BOOKMAN and BMC cards.

Battery Compartment: The battery compartment is located on the back of the unit. It holds two AAA batteries.

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Key Guide

Soft Keys

Soft Key functions are represented by the labels displayed along the bottom of the screen. To perform a Soft Key function, press the unlabeled key at the top of the keyboard that directly corresponds to the label you want. These labels change to reflect the different functions available in the various books and exercises in this device.

For example, in the main menu, the following Soft Keys are available:

BOOKS Displays the Books menu.

LEARN Displays the Learning menu.

EXER Displays the Exercises menu.

GAMES Displays the Games menu.

SETUP Displays the Setup menu.

Organiser Keys

In the Organiser, the following Soft Keys are available:

CLOCK Goes to the clock.

DATA Goes to the Databank menu.

CALC Goes to the calculator.

CONV Goes to the metric converter.

CURR Goes to the currency converter.

Function Keys

⏻ Located on the top of the device, turns the product on or off.

EFF Goes to the main menu. Goes to the word entry screen in any book that has one. Clears the calculator. In the metric converter and databank, goes to its main menu.

ARR Backs up, erases a letter, or turns off the highlight at an entry.

ENTRER Enters a word, selects an item, or begins a highlight in an entry.

▶ Says an English word and speaks English travellers' phrases.

UTIL Goes to the Organiser: clock, databank, calculator, metric converter and currency converter.

MENU Goes to the main menu.

AIDE Displays a help message. When at an inflection screen, displays grammar information about the inflection you were viewing.

?* At a word entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

_' In the databank entry screen, types an underscore.

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(CARTE)	Exits the book you were reading.
(MAJ)	Shifts to type capital letters and punctuation marks.
(FN)	Shifts to allow prev (*prec*), next (*suiv*), and to type a hyphen.

Combination Keys*

(FN) + (▲)/(▼)	At a dictionary entry, pages up or down.
(FN) + (◀)/(▶)	At a dictionary entry, displays the next or previous entry.
(FN) + (CARTE)	Transfers a word between books.
(FN) + J	Types a hyphen.
(FN) + N	Types a ç.
(FN) + M	In the Databank entry screen, types @.
(MAJ) + (_')	Types an apostrophe.
(FN) + (_')	Types a slash.
(MAJ) + (?*)	At the Word Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint.

* Hold the first key while pressing the second.

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Direction Keys

◀ ▲ ▼ ▶ Move in the indicated direction.

ESPACE At menus and dictionary entries, pages down. At the Word Entry screen, types a space.

Calculator Keys

A(1/x) Calculates a reciprocal.
S(√x) Calculates a square root.
D(x²) Squares a number.
F(%) Calculates a percentage.
G(.) Inserts a decimal point.
H(+) Adds two values.
J(-) Subtracts one value from another.
K(x) Multiplies two values.
L(÷) Divides one value by another.
Z(+/-) Changes the number on the screen to a negative or positive number.
X(M+) Adds the number to the number stored in the memory.
C(M-) Subtracts the number from the number stored in the memory.
V(MR) Recalls the number stored in the memory.
B(MC) Clears the memory.
EFF Clears the calculation(s).

Installing Batteries

Your unit is powered by two AAA batteries. Follow these instructions to install or replace them.

1. Turn your unit off and turn it over.
2. Lift the battery cover on the back of your unit by pushing up on the catch.
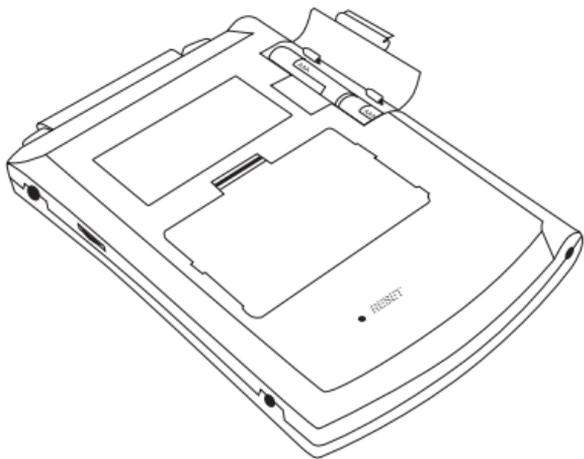
3. Remove the old batteries, if necessary.
4. Install the batteries following the +/- markings in the battery compartment.
5. Replace the battery cover.

Warning: If the batteries wear-out completely, or if you take more than a few seconds while changing the batteries, any information that was entered in the built-in book or book card may be erased. You should always keep written copies of your important information.

Battery disposal: Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

Battery Precautions

- Non-rechargeable batteries are not to be recharged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

For Your Information

✓ **Follow the Arrows**

The flashing arrows to the right of the screen show which arrow keys you can press to move around menus or view more text.

✓ **Help is Always at Hand**

You can view a help message at any screen by pressing **AIDE**. Press ▲ or ▼ to read. To exit help, press **ARR**.

✓ **About Screen Illustrations**

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your unit is malfunctioning.

Installing Book Cards

Your unit contains a built-in book. You can purchase more titles on book cards at **www.franklin.com/fr**. To install a book card, follow these steps.

1. Turn your unit off and turn it over.
2. Remove the blank protector or any other book card that might be installed.
3. Align the tabs on the book card with the notches in the slot.

4. Press the book card down until it snaps into place.

Warning: Never install or remove a book card while your unit is on. Any information that was entered in the built-in book or book card will be erased.

Selecting a Book

Once a book card is installed in the unit, you can select the book you want to use.

1. Turn your unit on.
2. Press **CARTE**.

```
HARRAP'S
SHORTER
Fran-Angl
```

Icons appear for each available book. The built-in book is highlighted.

3. Press ► or ◄ to highlight your selection.
4. Press **ENTRER** to select it.
5. Press **CARTE** to return to the card menu.

✓ BOOKMAN Card Troubleshooting

Make sure your book card is installed correctly. If your card is performing erratically, follow the reset instructions in "Resetting Your Unit" on page 91. If this does not fix the problem, remove the card and then remove the white rubber strip located between the two metal pins. Clean the rubber strip with your fingers and then replace it making sure it is completely in its notch.

Using Function Keys in Book Cards

The function keys appear at the top of the keyboard on your unit. These keys correspond in the order listed to the dictionary and organiser keys at the bottom of the screen. The dictionary function keys change with the book card. The organiser function keys are unaffected. **Note:** Once you access the organiser from a book card, you will exit the book card. You must press **CARTE** and select your book card to return to it.

The function keys on your unit correspond to the function keys on your card as illustrated below.

Function keys on unit

This key may not be assigned a function when using a book card.

Function keys on book card
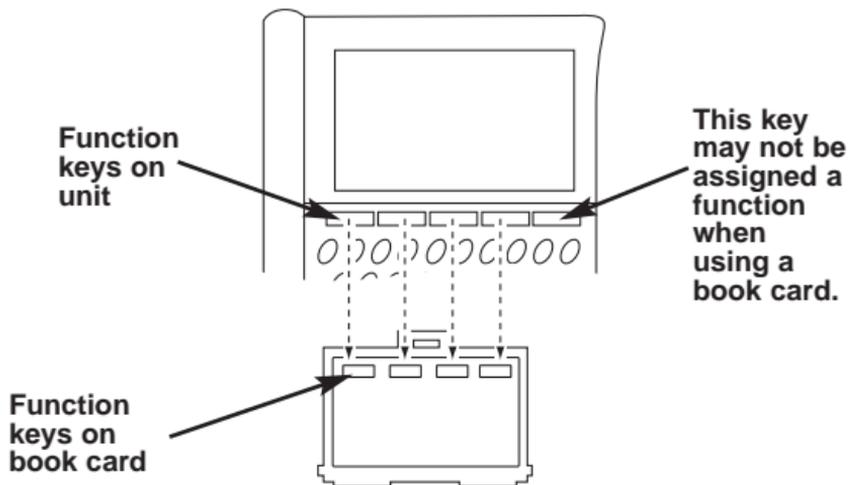
Changing the Language

Message Language

When you turn on this product for the first time, you must choose the message language. Press **A** for French or press **B** for English.

The message language is the language of prompts, help and other messages. You can change the message language after your initial decision. See "Changing the Settings" on page 23 to learn how.

Entry Language

The entry language is the language in which you enter words at the word entry screen. For books with French and English parts, this determines which one you will use. For example, to switch between the French-to-English and English-to-French dictionaries, try the following:

1. Press **MENU**.
2. Press **ENTRER** to select *Harrap's Shorter Fr-Eng*.

    Select *Harrap's Shorter Eng-Fr* from the Books menu to go to the English-to-French dictionary.

    Or you can press **LANG** at the word entry screen to switch between French and English.

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Using the Main Menu

Use the main menu to quickly take you to different books and exercises in your device. The main menu contains five tabs: *Books*, *Learning*, *Exercises*, *Games* and *Setup*. Use ► and ◄ to move to another tab. Use ▲ and ▼ to highlight the option you want and press **ENTRER** to select it. You can also go directly to a tab by pressing the tab's respective Soft Key.

Understanding the Menus


```
                    Books
          Harrap's Shorter Fr-Eng
          Harrap's Shorter Eng-Fr
          French Phrases
          English Phrases
          English Thesaurus
          English Idioms
          French Idioms

 BOOKS | LEARN | EXER | GAMES | SETUP
```

The **Books** tab enables you to look up English translations of French words and French translations of English words. You can search for French or English travellers' phrases or idioms. You can also find synonyms of English words.

The **Learning** tab enables you to access *My Vocabulary List*, *My Phrase List*, conjugate French or English words, and read English grammar topics. You can also access the TOEFL® Test word list.

The **Exercises** tab allows you to access *Spelling Bee* and *Flashcards*. You can try both exercises using French words saved to *My Vocabulary List*. You can also try the exercises using English words saved to *My Vocabulary List* and those found in the TOEFL® Test word list.

```
               Games
          Game Settings
   C  A   Anagrams
   B      Conjumania
          Hangman
          Gender Tutor
          Jumble
          Letris
          Letter Poker

 BOOKS | LEARN | EXER | GAMES | SETUP
```

The **Games** tab allows you to access the 14
games included in your device: *Anagrams*,
Conjumania, *Gender Tutor*, *Hangman*, *Jumble*,
Letris, *Letter Poker*, *Word Blaster*, *Word Builder*,
Word Deduction, *Word Dozer*, *Word Train* and 1
or 2 player *Link Four*. You can also adjust the
game settings.


```
               Setup
          Settings
          Tutorial
          View Demo




 BOOKS | LEARN | EXER | GAMES | SETUP
```

The **Setup** tab allows you to access a
demonstration and tutorial of how this device
works. You can also adjust the device settings.

Viewing a Demonstration or Tutorial

You can view a demonstration or tutorial of this dictionary any time you want.

1. Press **MENU**.

2. Press **SETUP**.

   You can also press ◄ or ► until you reach the Setup menu.

3. Press ▼ to highlight either *Tutorial* or *View Demo* and press **ENTRER**.

   To stop the demonstration or exit from the *Tutorial* and return to the Setup menu, press **EFF**.

Note: When a book card is installed in your unit, select *View Demo* from the Setup menu to see the demonstration for that card.

Changing the Settings

When using this dictionary, you can activate the *Learn a Word* feature, adjust the screen contrast, the shutoff time, the type size, and the message language.

1. Press **MENU**.

2. Press **SETUP**.

   You can also press ◄ or ► until you reach the Setup menu.

   Settings will be highlighted.

3. Press **ENTRER** to select it.

```
Learn a Word:      ►Off
Contrast:          [====    ]
Shutoff:           2 minutes
Type Size:         Small
Langue des messages: English




 DICT │ THES │ LIST │ CONJ │ LANG
```

4. Press ▲ or ▼ to move ► to *Learn a Word*, *Contrast*, *Shutoff*, *Type Size* or *Langue des messages* (message language).

Learn a Word helps you increase your vocabulary by displaying a different headword and definition each time you turn on your dictionary.

Contrast enables you to set how light or dark the screen appears.

The *Shutoff* time is how long your unit stays on if you forget to turn it off.

Type Size enables you to set the size of the font displayed on screen.

Langue des messages (message language) is the language of prompts, help, and other messages.

5. Press ◄ or ► to change the setting.
   Your changes are automatically saved.

6. Press **ENTRER** when done.

Translating Words

1. Press **MENU**.
2. Press **BOOKS**.
   You can also press ◄ or ► until you reach the Books menu.
3. Use ▲ or ▼ to highlight *Harrap's Shorter Fr-Eng*, then press **ENTRER**.
   To translate English words into French, select *Harrap's Shorter Eng-Fr*.
   You can also press **LANG** at the word entry screen to change the entry language from French to English.
4. Type a word (for example, *réservation*).

```
Enter a French word:




réservation◄



 DICT │ THES │ LIST │ CONJ │ LANG
```

To erase a letter, press **ARR**.

Note: You do not need to type accents. To type accents, type the letter (e.g., *e*) and press ▲ repeatedly until the accent you want appears (e.g., *é*).

To type a capital, hold **MAJ** and press a

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letter key. To type a ç, hold **FN** and press
N. To type a hyphen, hold **FN** and press
J. Press ▶ to hear an English word
pronounced.
5. Press **ENTRER** to view the English
translation.

```
réservation NF
1. (d'un billet, d'une chambre, d'une
table) reservation, booking;
faire une réservation (à
l'hôtel) to make a reservation; (au
restaurant) to reserve a table;
faut-il faire une
réservation? is it necessary to
reserve or to book?;
la réservation est
obligatoire reservations are
```

| DICT | THES | LIST | CONJ |

Press ▼ or **ESPACE** to scroll.

If there is more than one definition, the
message, *Entry 1 of #* appears, where #
stands for the number of available
definitions. Hold **FN** and press ► or ◄ to
view the next or previous definition.
6. Press **EFF** when done.
Press **MENU** to go to the main menu.

✓ **Understanding Translations**

Entries may consist of headwords, parts of speech, the translation, and/or definitions. Other forms of the word may follow the headword. After the translation or definition, you may see a list of usage examples.

✓ **Explanation of Genders**

French nouns are different from English nouns in that they must either be masculine or feminine. Each definition of a noun indicates which gender it is with _M_ or _F_.

✓ **Choosing Multiple Forms**

Some words in this dictionary have more than one form (e.g. _résume_, _résumé_). When the word you are looking up has multiple forms, the different forms appear in a list.

Simply highlight the form you want and press **ENTRER** to see its entry. For example, select _Harrap's Shorter Fr-Eng_ from the Books menu, then type _resume_ at the word entry screen.
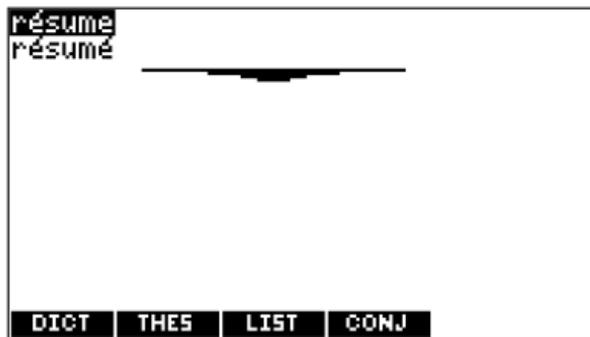
Highlight the form you want and press
ENTRER to see its entry. To go back to the
Multiple Forms list, press **ARR**.

✓ **Correcting Misspellings**

This device has a spell corrector that helps
you if you misspell a word. If you enter a
misspelled word, a list of corrections appears.
For example, select *Harrap's Shorter Fr-Eng*
from the Books menu, then type *blue* at the
word entry screen and press **ENTRER**.
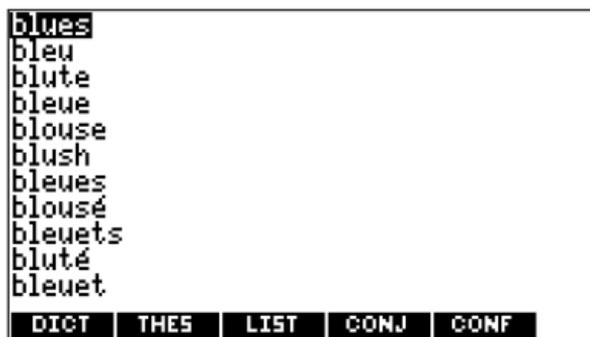
Highlight the word you want and then press **ENTRER** to see its entry.

```
bleu, bleue ADJ
1. (coloré) blue;
avoir les yeux bleus to have
blue eyes, to be blue-eyed
2. (meurtri, altéré) blue, bruised;
avoir les lèvres bleues
(meurtries) to have bruised lips;
(de froid, de maladie) to have blue
lips;
son bras était tout bleu, -e
his arm was black and blue; Néo
  DICT | THES | LIST | CONJ
```

To go back to the corrections list, press **ARR**.

✓ Understanding Confusables

Confusables are homonyms, homophones and spelling variants that are easy to confuse, e.g. *rain*, *reign, rein*. If the word you looked up is a confusable, the **CONF** Soft Key will be made available. Press **CONF** to view the confusables.

```
rain : precipitation
reign : rule
rein : harness



  DICT | THES | LIST | CONJ | CONF
```

Hearing English Words

This dictionary can pronounce English words that appear on almost any screen - in definitions, thesaurus entries, spell correction lists, *My Vocabulary List*, confusables and games. When you want to hear how an English word is pronounced, just highlight it and press ⏩.

To adjust the volume, turn the volume control on the side of the unit. You can plug headphones into the headphone jack which is just above the volume control. Try this example.

1. Press **MENU**.
2. Press **BOOKS**.
   You can also press ◄ or ► until you reach the Books menu.
3. Use ▲ or ▼ to highlight *English Thesaurus*, then press **ENTRER**.
4. Type an English word (for example, *ptarmigan*).
5. Press ⏩ to hear it pronounced.
6. Press **ENTRER** to see its entry.

7. Press ▶ to hear the English headword pronounced.

8. Press **ENTRER** for a highlight.

```
ptarmigan noun, game birds.
CLASSMATES:
 grouse; guinea fowl; partridge;
pheasant; quail; rail; snipe; wood-
cock
              ▼

 DICT | THES | LIST | CONJ
```

9. Move the highlight to an English word you want to hear.

```
ptarmigan noun, game birds.
CLASSMATES:
 grouse; guinea fowl; partridge;
pheasant; quail; rail; snipe; wood-
cock
              ▼

 DICT | THES | LIST | CONJ
```

10. Press ▶ to hear the highlighted English word pronounced.

Highlighting Words

Another way to look up words is by highlighting them in entries or word lists. You can then find *their* definitions, translations, thesaurus entries, or add them to *My Vocabulary List*.

1. At any text, press **ENTRER** to start the highlight.

```
réservation NF
1. (d'un billet, d'une chambre, d'une
table) reservation, booking;
faire une réservation (à
l'hôtel) to make a reservation; (au
restaurant) to reserve a table;
faut-il faire une
réservation? is it necessary to
reserve or to book?;
la réservation est
obligatoire reservations are
 DICT  THES  LIST  CONJ
```

   To turn the highlight off, press **ARR**.

2. Use the arrow keys to move the highlight to the word you want.

```
réservation NF
1. (d'un billet, d'une chambre, d'une
table) reservation, booking;
faire une réservation (à
l'hôtel) to make a reservation; (au
restaurant) to reserve a table;
faut-il faire une
réservation? is it necessary to
reserve or to book?;
la réservation est
obligatoire reservations are
```

| DICT | THES | LIST | CONJ |

To …	**Press …**
translate the word	**ENTRER**
view an English word's thesaurus entry	**THES**
view confusables	**CONF**
hear an English word pronounced	(▶)
add the word to *My Vocabulary List*	**LEARN**

3. Press **EFF** when done.

   Press **MENU** to go to the main menu.

Finding Letters in Words

If you are uncertain about how to spell a word, type a question mark (?) in place of each unknown letter. To find prefixes, suffixes, and other parts of words, type an asterisk (✳) in a word. Each asterisk stands for a series of letters. **Note**: If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Go to any word entry screen.

   You can access a word entry screen by selecting *Harrap's Shorter Fr-Eng*, *Harrap's Shorter Eng-Fr*, or *English Thesaurus* from the Books menu, or *English Conjugations* or *French Conjugations* from the Learning menu.

2. Type a word with ?s and ✳s (for example, *sc??ol✳*).

```
Enter a French word:




sc??ol*◄


 DICT │ THES │ LIST │ CONJ │ LANG
```

To type an asterisk, hold down **MAJ** and press **?**.

3. Press **ENTRER**.

```
scarole
scaroles
scatologie
scatologies
scatologique
scatologiques
scopolamine
              ━━━


 DICT │ THES │ LIST │ CONJ
```

The list of possible matches is displayed.

4. Press ▼ to move the highlight to the word you want and press **ENTRER** to view its entry.

5. Press **EFF** when done.

   Press **MENU** to go to the main menu.

Translating Travellers' Phrases

You can find translations of French or English travellers' phrases in categories ranging from *Emergencies* to *Business Communication* to *Time & Dates*. Note that the English phrase always appears before the French phrase.

1. Press **MENU**.

2. Press **BOOKS**.
   You can also press ◄ or ► until you reach the Books menu.

3. Use ▲ or ▼ to highlight *English Phrases*, then press **ENTRER**.
   To find English translations of French phrases, select *French Phrases*.

```
Travellers' Phrases
Border Crossing
Business Communication
Camping
Currency
Dining
Emergencies
General
Health

 DICT | THES | LIST | CONJ | LANG
```

4. Press ▲ or ▼ to highlight the category you want and press **ENTRER**.
   Press ▲ or ▼ to highlight a subcategory, if needed, and press **ENTRER**.

```
Professional Interaction
as a matter of fact
I agree with you on that point.
It is a pleasure doing business w...
It's out of the question.
It's really not my fault.
I will be expecting your answer.
Ladies and Gentlemen
Please get to the point.
```
```
DICT  | THES | LIST | CONJ | LANG
```
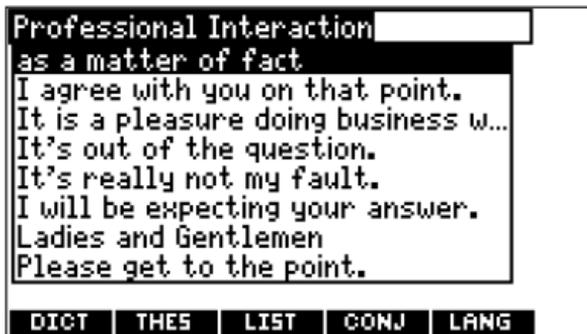
5. Press ▲ or ▼ to highlight the phrase you want to translate and then press **ENTRER**.

```
◁))It is a pleasure doing
business with you.
J'ai eu plaisir à travailler avec
vous.
```
```
DICT  | THES | LIST | CONJ
```

Press ▶ to hear the English phrase.

6. Press **EFF** or **MENU** when done.

Using the English Thesaurus

You can look up thesaurus entries of English words using the English Thesaurus. Thesaurus entries consist of synonyms, antonyms, classmates and words to compare. Many words have more than one thesaurus entry.
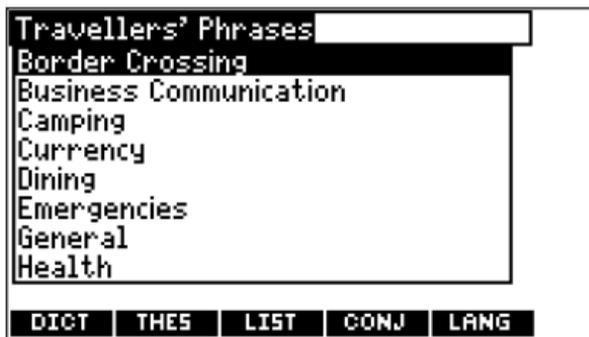
1. Press **MENU**.

2. Press **BOOKS**.

   You can also press ◄ or ► until you reach the Books menu.

3. Use ▲ or ▼ to highlight *English Thesaurus*, then press **ENTRER**.

4. Type a word (for example, *splendid*).

   To erase a letter, press **ARR**. To type a capital, hold **MAJ** and press a letter key. To type a hyphen, hold **FN** and press **J**.

5. Press **ENTRER** to view the thesaurus entry.


```
splendid adjective, of the very
top quality.
SYNONYMS:
 excellent; superb; wonderful; fab-
ulous; A1; banner; blue-ribbon; capi-
tal; classic; fantastic; fine; first-
class; first-rate; first-string;
magnificent; number one; prime;
quality; royal; sovereign; stunning;
superior; superlative; top; top-
notch; stupendous; terrific; nifty;
```
| DICT | THES | LIST | CONJ |

6. Press ▼ or **ESPACE** to read the entry.

7. Hold **FN** and press ► or ◄ to view the next or previous thesaurus entry.

8. Press **EFF** when done.

   Press **MENU** to go to the main menu.

✓ **Understanding Thesaurus Entries**
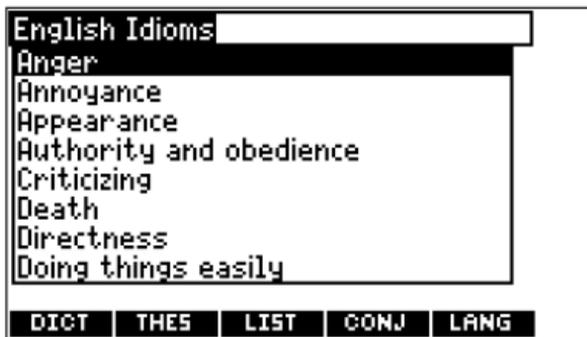
A thesaurus entry consists of a group of synonyms, antonyms and classmates. Synonyms are words that have similar meanings, e.g. *happy*/*joyous*. Antonyms are words that have the opposite meaning of the word being defined, e.g., *happy*/*unhappy*. Classmates are words that are related in some way to the word being defined, e.g. *octagon*/*polygon*, *triangle*, *rectangle*, *pentagon*....

Finding Idioms

Your device includes a helpful feature that locates idioms and their translation.

1. Press **MENU**.

2. Press **BOOKS**.
   You can also press ◄ or ► until you reach the Books menu.

3. Use ▲ or ▼ to highlight *English Idioms*, then press **ENTRER**.
   To find English translations of French idioms, select *French Idioms*.

```
English Idioms
Anger
Annoyance
Appearance
Authority and obedience
Criticizing
Death
Directness
Doing things easily
```

```
DICT | THES | LIST | CONJ | LANG
```

4. Press ▲ or ▼ to scroll through the list of English keywords.
   You can also type a letter to go to the first word beginning with that letter. For example, type **lo** to highlight *Love*.

5. Press **ENTRER** to select the highlighted keyword.

A list of all idioms relating to that keyword is displayed.


```
Love
to fall in love at first sight
to be a ladykiller
to be fickle (in love)
to be crazy about someone
to be madly in love
to be crazy about someone
to have a soft spot for someone
```
DICT | THES | LIST | CONJ | LANG

6. Press ▲ or ▼ to scroll through the list of idioms.

7. Press **ENTRER** to select the highlighted idiom.

   The translation of the idiom is displayed.


```
avoir quelqu'un dans la peau
to be crazy about someone
```
DICT | THES | LIST | CONJ

8. Press **EFF** or **MENU** when done.

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Using *My Vocabulary List*

You can save up to 40 words total, in both French and English, in *My Vocabulary List* for personal study or review. *My Vocabulary List* is saved between sessions unless the batteries run out of power or your device is reset.

Adding Words from the Learning Menu

1. Press **MENU**.
2. Press **LEARN**.
   You can also press ◄ or ► until you reach the Learning menu.
   My Vocabulary List will be highlighted.
3. Press **ENTRER** to select it.

```
My Vocabulary List
French List: Empty
Add a Word
Delete a Word
Erase the List




 DICT | THES | LIST | CONJ | LANG
```

4. Press ▲ or ▼ to highlight *Add a Word* and press **ENTRER**.
5. Type a word.

```
French word to add:




élégant◀



 DICT | THES | LIST | CONJ | LANG
```
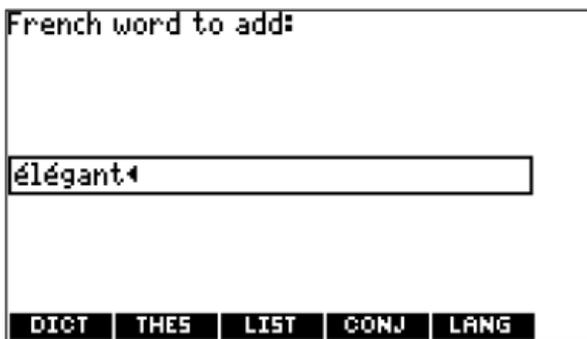
6. Press **ENTRER** to add the word.

7. Press **EFF** when done.

Adding Words from a Word Entry Screen

You can also add words to *My Vocabulary List* directly from any word entry screen. Select *Harrap's Shorter Fr-Eng* from the Books menu or *French Conjugations* from the Learning menu to add a French word. Select *Harrap's Shorter Eng-Fr* or *English Thesaurus* from the Books menu, or *English Conjugations* from the Learning menu to add an English word. Try this example:

1. Press **MENU**.

2. Press **BOOKS**.
   You can also press ◄ or ► until you reach the Books menu.

3. Use ▲ or ▼ to highlight *Harrap's Shorter Fr-Eng*, then press **ENTRER**.
   You can also press **LANG**, when available, to change the entry language from French to English. French words will be added to *My French Vocabulary List*; English words will be added to *My English Vocabulary List*.

4. Type the word you want to add to your word list (for example, *élégant*).

5. Press **LIST**.
   Add ... will be highlighted. **Note**: Your word is included in the menu item.

6. Press **ENTRER** to add the word.

7. Press **EFF** to return to the word entry screen.
   Press **MENU** to go to the main menu.

✓ **Adding Highlighted Words**

You can also add words to *My Vocabulary List* from entries and correction lists. First highlight a word and then press **LIST**. *Add "your word"* will be highlighted. Press **ENTRER** to add the word.

Viewing *My Vocabulary List*

1. Press **MENU**.
2. Press **LEARN**.

   You can also press ◄ or ► until you reach the Learning menu.
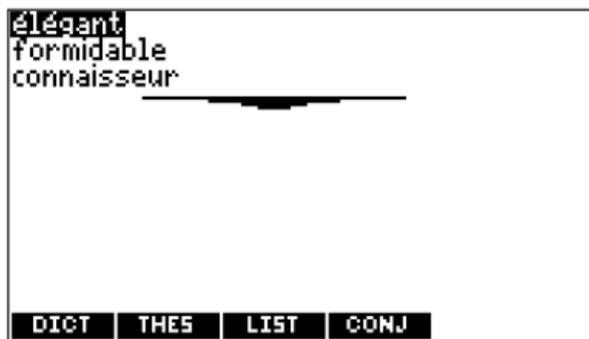
   My Vocabulary List will be highlighted.
3. Press **ENTRER** to select it.

   French List (or *English List*) will be highlighted. Press **LANG** to switch from the French list to the English list, if needed.

   French List: Empty (or *English List: Empty*) will be displayed if either list is empty.
4. Press **ENTRER** to view the list.

5. Highlight a word on the list.
6. Press **ENTRER** to view its entry or press **CONJ** to view its inflections.

Removing a Word from *My Vocabulary List*

1. Press **MENU**.
2. Press **LEARN**.
   You can also press ◄ or ► until you reach the Learning menu.
   My Vocabulary List will be highlighted.
3. Press **ENTRER** to select it.
4. Press ▲ or ▼ to highlight *Delete a Word* and press **ENTRER**.
5. Highlight the word you want to delete and press **ENTRER** to delete that word.

Erasing *My Vocabulary List*

1. Press **MENU**.
2. Press **LEARN**.
   You can also press ◄ or ► until you reach the Learning menu.
   My Vocabulary List will be highlighted.
3. Press **ENTRER** to select it.
4. Press ▲ or ▼ to highlight *Erase the List* and press **ENTRER**.

The prompt "Erase the list? (Y/N)" appears.

4. Press **Y** to erase the list or press **N** to cancel.

Note: When you erase one list, the other is not erased.

✓ Adding Words Not in This Dictionary

When you add a word not in this dictionary, you are given three options: *Add Anyway*, *Cancel* and *Correction List*. Highlight the option you want and press **ENTRER**.
Caution: Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in this dictionary, My Vocabulary List may contain as few as 10 words.

47

Using *My Phrase List*

You can save up to 25 phrases in *My Phrase List*. The list is saved between sessions unless the batteries run out of power or your unit is reset.

Adding Phrases

1. Press **MENU**.
2. Press **LEARN**.
   You can also press ◄ or ► until you reach the Learning menu.
3. Use ▲ or ▼ to highlight *My Phrase List*, then press **ENTRER**.

4. Press ▲ or ▼ to highlight *Add a Phrase* and press **ENTRER**.
5. Type a phrase you want to remember or use later.

```
Phrase to add: ◀




DICT | THES | LIST | CONJ | LANG
```

6. Press **ENTRER** to add the phrase.
7. Press **EFF** when done.

   Press **MENU** to go to the main menu.

Viewing or Editing *My Phrase List*

1. Press **MENU**.
2. Press **LEARN**.

   You can also press ◄ or ► until you reach the Learning menu.
3. Use ▲ or ▼ to highlight *My Phrase List*, then press **ENTRER**.

   View: ... will be highlighted.

   View: Empty will be displayed if the list is empty.
4. Press **ENTRER** to view the list.
5. Use ▲ or ▼ to highlight a phrase on the list.
6. Press **ENTRER** to edit the phrase.

7. Edit the phrase.
8. Press **ENTRER** to save your changes.
   Hold **FN** and press **ARR** to exit without saving any changes.

Removing a Phrase from *My Phrase List*

1. Press **MENU**.
2. Press **LEARN**.
   You can also press ◄ or ► until you reach the Learning menu.
3. Use ▲ or ▼ to highlight *My Phrase List*, then press **ENTRER**.
4. Press ▲ or ▼ to highlight *Delete a Phrase* and press **ENTRER**.
5. Highlight the phrase you want to delete and press **ENTRER** to delete that phrase.

Erasing *My Phrase List*

1. Press **MENU**.
2. Press **LEARN**.
   You can also press ◄ or ► until you reach
   the Learning menu.
3. Use ▲ or ▼ to highlight *My Phrase List*,
   then press **ENTRER**.
4. Press ▲ or ▼ to highlight *Erase All
   Phrases* and press **ENTRER**.

```
My Phrase List
View: 3 phrases (83% free)
Add a Phrase
Delete a Phrase
Erase Al Erase all? (Y/N)



DICT | THES | LIST | CONJ | LANG
```

The prompt "Erase all? (Y/N)" appears.

5. Press **Y** to erase the list or press **N** to
   cancel.

Using the Guide to English Grammar

Your device includes a helpful Guide to English Grammar that describes parts of speech. **Note**: the guide is available only in French.

From the Learning Menu

1. Press **MENU**.
2. Press **LEARN**.
   You can also press ◄ or ► until you reach the Learning menu.
3. Press ▲ or ▼ to highlight *Guide to English Grammar*, then press **ENTRER**.

```
Guide to English Grammar
Adjectifs
Adverbes
Substantifs
Prépositions
Questions
Verbes
Conjonctions
Pronoms

  DICT | THES | LIST | CONJ | LANG
```

4. Press ▲ or ▼ to highlight the topic you want to study and then press **ENTRER**.
5. Press **ESPACE** or ▼ to read.
6. Press **MAIN** to return to the list of topics.
7. Press **EFF** or **MENU** when done.

From an Inflection Screen

1. Press **MENU**.

2. Press **LEARN**.
   You can also press ◄ or ► until you reach the Learning menu.

3. Use ▲ or ▼ to highlight *French Conjugations*, then press **ENTRER**.

   To conjugate English words select *English Conjugations*.

   You can also press **LANG** at the word entry screen to change the entry language from French to English.

4. Type a word to conjugate, and then press **ENTRER**.

5. Press **FN** + ► or ◄ repeatedly to find the tense you want.

```
PRESENT INDICATIVE
je mange
  I eat
tu manges
  you eat
il mange
  he eats
elle mange
  she eats
nous mangeons
  we eat
 DICT | THES | LIST | CONJ
```

6. Press **AIDE**.

```
On emploie le temps présent pour
les conditions habituelles en
anglais, comme en français:
Charles parle français.
Charles speaks French.
Le temps exprimé peut être un
futur prochain:
J'arrive demain.
I arrive tomorrow.
Mais quand une action est en train
de se dérouler, on traduit le temps
 DICT | THES | LIST | CONJ
```

Information about the tense will be
displayed along with usage examples.

7. Press **ARR** to return to the inflection
   screen or press **EFF** to return to the word
   entry screen.

   Press **MENU** to go to the main menu.

Advanced Verb Conjugations

Conjugations show inflections, or changes in a word's gender, tense, etc. This device includes extensive inflections of French and English nouns, verbs, modifiers, and other words.

From the Main Menu

1. Press **MENU**.

2. Press **LEARN**.
   You can also press ◄ or ► until you reach the Learning menu.

3. Use ▲ or ▼ to highlight *French Conjugations*, then press **ENTRER**.

   To conjugate English words select *English Conjugations*.

   You can also press **LANG** at the word entry screen to change the entry language from French to English.

4. Type a word (e.g., *lire*).

5. Press **ENTRER**.
   If needed, highlight the part of speech or translation you want and press **ENTRER**.

```
OVERVIEW
je lis (today)
 I read (today)
je lirai (tomorrow)
 I will read (tomorrow)
j'ai lu (recently)
 I have read (recently)
je lisais (yesterday)
 I read, I was reading (yester-
    day)
je ne lis pas (today)
 DICT   THES   LIST   CONJ
```

These are the principal forms of the
French verb "lire". The English
translations are below each French
inflection.

6. Press **ESPACE** or ▼ to scroll.

    Press **?** to display the root word.

7. Press **CONJ** or hold **FN** and press ►
    repeatedly to view more inflections.

    If the word is a noun, an adjective, or
    another modifier, then there won't be any
    other inflections.

8. Press **EFF** when done.

    Press **MENU** to go to the main menu.

From an Entry

Some words have different parts of speech or multiple translations. You can easily find which part of speech or specific translation you will need to conjugate by first looking up the word in the French-to-English or English-to-French dictionaries and then pressing **CONJ**. Follow this example.

1. Press **MENU**.
2. Press **BOOKS**.
   You can also press ◄ or ► until you reach the Books menu.
3. Use ▲ or ▼ to highlight *Harrap's Shorter Fr-Eng*, then press **ENTRER**.
   To look up English words select *Harrap's Shorter Eng-Fr*.
   You can also press **LANG** at the word entry screen to change the entry language from French to English.
4. Type a word (e.g., *écrire*).
5. Press **ENTRER** to look it up.

```
écrire vt
1. (tracer → caractère, mot) to
write;
é. qch à ou avec de l'encre to
write sth in ink; Ordinat
é. qch sur un disque to write
sth to disk
2. (rédiger → lettre, livre) to
write; (→ chèque, ordonnance) to
write (out);
é. une lettre à la machine to
 DICT │ THES │ LIST │ CONJ
```

Read the definition to find the verb you
want (e.g., *to write*).

6. Press **CONJ** to conjugate the headword,
   écrire.

   Highlight the part of speech you want
   (e.g., *verb*) and press **ENTRER**. Then
   highlight the translation you want (e.g.,
   write) and press **ENTRER**.

```
OVERVIEW
j'écris (today)
 I write (today)
j'écrirai (tomorrow)
 I will write (tomorrow)
j'ai écrit (recently)
 I have writ or written (re-
   cently)
j'écrivais (yesterday)
 I wrote, I was writing (yes-
   terday)
 DICT │ THES │ LIST │ CONJ
```

These are the principal forms of the
French verb "écrire". The English
translations are below each French
inflection.

7. Press **ESPACE** or ▼ to scroll.

   Press **?** to display the root word.

8. Press **CONJ** or hold **FN** and press ►
   repeatedly to view more inflections.

   If the word is a noun, an adjective, or
   another modifier, then there won't be any
   other inflections.

9. Press **EFF** when done.

   Press **MENU** to go to the main menu.

✓ Accenting Letters

You can look up accented words without
typing accents. If there are no Multiple Forms,
the dictionary will take you directly to the
word. If there are Multiple Forms, you will
have to choose the correct word from a
Multiple Forms list. See "Choosing Multiple
Forms" on page 27 for more information.
Remember, if you want to enter an accent
yourself, type the letter and press ▲ until the
appropriate accent appears.

✓ Getting Grammar Guidance

When viewing inflections, you can press **AIDE**
to go directly to the grammar topic detailing

how to use the inflections you were viewing along with usage examples.

```
On emploie le temps présent pour
les conditions habituelles en
anglais, comme en français:
Charles parle français.
Charles speaks French.
Le temps exprimé peut être un
futur prochain:
J'arrive demain.
I arrive tomorrow.
Mais quand une action est en train
de se dérouler, on traduit le temps
 DICT | THES | LIST | CONJ
```

✓ Viewing English Inflections

If you are unfamiliar with inflections, it may be helpful to look at some inflected forms of English verbs. Switch the entry language back to English, type *study*, and press **CONJ** to see the different forms of the English verb "to study".

```
OVERVIEW
I study (now/often)
  j'étudie (now/often)
I studied (in the past)
  j'ai étudié (in the past)
I have studied (already)
  j'ai étudié (already)
I am studying (at this moment)
  j'étudie (at this moment)
I do not study (now/often)
  je n'étudie pas (now/often)
 DICT | THES | LIST | CONJ
```

This will give you a good idea of each inflection form.

✓ Verb Conjugations

The dictionary conjugates French verbs into the following forms: present indicative, indicative imperfect, indicative simple past, simple future indicative, present conditional, present subjunctive, imperfect subjunctive, indicative passé composé, pluperfect indicative, indicative past anterior, indicative future anterior, conditional perfect, perfect subjunctive, pluperfect subjunctive, imperative, present participle, and past participle.

The dictionary conjugates English verbs into the following forms: present indicative, present progressive, preterite, past progressive, future, present perfect, future perfect, pluperfect, present conditional, past conditional, and imperative.

Using the TOEFL® Test Word List

The TOEFL® Test Word List contains English words you might find on the Test of English as a Foreign Language (TOEFL® Test).

1. Press **MENU**.

2. Press **LEARN**.

   You can also press ◄ or ► until you reach the Learning menu.

3. Press ▲ or ▼ to highlight *TOEFL® Test Word List*, then press **ENTRER**.

   Press ▲ or ▼ to scroll through the TOEFL® Test Word List. You can also type a letter to go to the first word beginning with that letter. For example, type **col** to highlight *collaborate*.

```
TOEFL® Test Word List
collaborate
collapse
collateral
colleague
collision
colloquial
colony
colossal

  DICT | THES | LIST | CONJ
```

   Press **ENTRER** or **THES** at any word to view its translation or thesaurus entry. Press **CONJ** at any word to inflect it. Press **ARR** to return to the list.

Using the Exercises

Using the Exercises, you can test your spelling and improve your vocabulary.

✓ **Speaking Spelling Bee**

1. Press **MENU**.
2. Press **EXER**.
   You can also press ◄ or ► until you reach the Exercises menu.
   You can choose *My French Spelling Bee* which uses words from *My French Vocabulary List*, *My English Spelling Bee* which uses words from *My English Vocabulary List*, or *TOEFL® Test Bee* which uses words from the TOEFL® Test Word List.
3. Press ▲ or ▼ to highlight the one you want then press **ENTRER**.

```
                formidable
                  ____


DICT | THES | LIST | CONJ
```

In *My English Spelling Bee* and *TOEFL*® *Test Bee*, a word will be pronounced for you to spell. To hear the word again,

press ⬜.

In *My French Spelling Bee* a word will flash on the screen for you to spell.

```
(ENTRER) word:
     hint: (MAJ)@: quit: @
     _____


 DICT | THES | LIST | CONJ | LANG
```

4. Type the word you just heard or saw and press **ENTRER** to see if you spelled it right.

   Press **ENTRER** to see the translation of the word.

5. Press **ESPACE** for a new word.
6. Press **EFF** or **MENU** when done.

✓ **Flashcards**

1. Press **MENU**.
2. Press **EXER**.

You can also press ◄ or ► until you reach the Exercises menu.

You can choose *My French Flashcards* which uses words from *My French Vocabulary List*, *My English Flashcards* which uses words from *My English Vocabulary List*, or *TOEFL*® *Test Flashcards* which uses words from the TOEFL® Test Word List.

3. Press ▲ or ▼ to highlight the one you want then press **ENTRER**.

A word will appear on the screen for you to study or translate. If needed, press **ENTRER** to see the translation. Press **ARR** to return to *Flashcards*.

4. Press **ESPACE** to see a new word.

5. Press **EFF** or **MENU** when done.

Playing the Games

You have 14 fun games to choose from: *Anagrams, Conjumania*, *Hangman*, *Gender Tutor*, *Jumble, Letris, Letter Poker*, *Word Blaster*, *Word Builder*, *Word Deduction*, *Word Dozer, Word Train*, and 1 or 2 player *Link Four*.

Changing Game Settings

Before you play, you can choose the source of the words, the skill level, the language, and whether or not graphics will be used.

1. Press **MENU**.
2. Press **GAMES**.

   You can also press ◄ or ► until you reach the Games menu.

Game Settings is highlighted.

3. Press **ENTRER** to select it.

```
┌─────────────────────────────────────┐
│ Words:  ▶─All of them               │
│ Skill:    Beginner                  │
│ Graphics: On                        │
│ Lang:     French                    │
│                                     │
│                                     │
│                                     │
│                                     │
│                                     │
│                                     │
│ ▐DICT▌▐THES▌▐LIST▌▐CONJ▌▐LANG▌      │
└─────────────────────────────────────┘
```

4. Use ▲ or ▼ to move ▶ to *Words*, *Skill*,
   Graphics or *Lang*.

   Words chooses the source of the words:
   All of them, *TOEFL® Test list*, *My
   Vocabulary List*, *Enter your own*, or *Learn
   a Word list*.

   Skill determines how easy or difficult a
   game is: *Beginner*, *Intermediate*,
   Advanced, *Expert*, and *Wizard*.

   Graphics determines whether the
   animation at the end of a game appears.

   Lang determines whether you use French
   or English words in the games.

5. Use ◄ or ► to change the setting(s) you
   want.

6. Press **ENTRER** when done.

Selecting a Game

In the Games menu, use ▲ or ▼ to move the highlight to the game of your choice and press **ENTRER**.

Getting Help in the Games

During any game you can read instructions by pressing **AIDE**. In all games except *Gender Tutor*, *Letris*, *Letter Poker*, *Word Dozer* and *Link Four* you can get a hint by holding **MAJ** and pressing **?** or reveal the game word by pressing **?**. **Note**: If you reveal the game word, you lose the round.

✓ Anagrams

Type an anagram and then press **ENTRER**. The number of anagrams possible appears to the right of the screen.

Hold **MAJ** and press **?** to shuffle the letters in the selected word. Press **?** to end a round and reveal the word or words. Press **ENTRER** to turn on the highlight, then use the arrow keys to highlight the word you want. Press **ENTRER** again to see the translation of the word. Press **THES** to see the thesaurus entry of an English word, if available. Press **ARR** to return to *Anagrams*.

✓ **Conjumania**

Conjumania teaches verb conjugations. It shows you an infinitive verb and asks you to enter a conjugation. Your conjugation must be spelled correctly, including accents. Type your guess and then press **ENTRER**. Hold **MAJ** and press **?** for a hint. Press **?** to reveal the game word.

To see the translation of the game word, press **ENTRER**. Press **ARR** to return to the game. To try a new conjugation for the current verb, press **ESPACE**. Hold **FN** and press ► to conjugate a new verb.

✓ **Hangman**

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by **#**s.

```
?a???ttai?
eqlbgn####  4
Make a letter guess
```

```
 DICT | THES | LIST | CONJ | LANG
```

Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark(s). Hold **MAJ** and press **?** to reveal one letter. Press **?** to reveal the game word.

To see the translation of the game word, press **ENTRER**. Press **ARR** to return to the game. To try a new word, press **ESPACE**.

✓ Gender Tutor

Gender Tutor asks you to guess the gender of French nouns. Press **M** for masculine and **F** for feminine. Press **?** to reveal the correct gender. To see the translation of the game word, press **ENTRER**. Press **ARR** to return to the game. To try a new word, press **ESPACE**.

✓ **Jumble**

Jumble tests your ability to unscramble letters
and form words. It shows a series of letters.
Type words made from these letters and then
press **ENTRER**. The number of possible
solution words appears to the right of the
screen.

```
ENID                        4
(ENTRER) word: ◄




 DICT | THES | LIST | CONJ | LANG
```

Hold **MAJ** and press **?** to shuffle the letters in
the root word. Press **?** to end a round and
reveal the word or words. Press **ENTRER** to
turn on the highlight, then use the arrow keys to
highlight the word you want. Press **ENTRER**
again to see the translation of the word. Press
THES to see the thesaurus entry of an English
word, if available. Press **ARR** to return to
Jumble. To try a new jumble, press **ESPACE**.

✓ **Letris**

In *Letris*, letters fall from the top of the display to the bottom. Use ◄ or ► to move the falling letter to make a word.

When you make a valid word, it disappears and your score increases based on the length of the word.

When the score reaches 50, a dinosaur appears on the display. At 100, the dinosaur shoots fire from its mouth, burns up all the letters and jumps off the display. At 200, the dinosaur jumps down and squishes all the letters. At each of these new levels, the falling letter drops faster.

The game is over when there is no room for a new letter to fall into the screen. To play again, press **ESPACE**.

✓ **Letter Poker**

Letter Poker challenges you to make longer words with the letters you are dealt than the house does with its letters. You and the house take turns betting and discarding, but you do not see the house's letters until the end of the game. The scoring is similar to normal poker: one four-letter word is better than a three and two-letter word (in normal poker four of a kind is better than a full house). The longer your word, the better your chances of winning. To play, type a word from your letter cards and press **ENTRER**.

```
Hand: e                        $890
Arrange: m a i n




  DICT | THES | LIST | CONJ | LANG
```

You can make two words by typing a space between them. Watch for the dealer's moves.

You need to know the following poker terms before you begin to play, as they appear as prompts on the screen.

Press the initial letter to make your choice. For example, to Bet, press **B**, to Raise, press **R** and so on.

Bet Means you want to bet on your hand. You can bet up to $100.

Pass Means you'll pass the bet to the dealer.

Fold Means that you want to end, and lose, the hand.

See Means you'll match the dealer's bet.

Raise Means you'll increase the dealer's bet. You can raise it up to $100.

Note: To type a bet, press **A** - **P** for numbers. The pot starts at $1000, with a $10 ante (the initial bet to start the game). If you are unable to make a word at the time, type letters that you are likely to use later from those you are dealt. To erase a letter, press **ARR**. To continue without typing letters, press **ENTRER**.

If you bet before the house does, you see a prompt, "Pass, Bet or Fold." If the house bets first, you see a prompt, "See, Raise, or Fold." You can discard up to three letters. After discarding, you see a message showing how many cards, if any, the house discarded. If the hand ends in a tie, you do not lose your money. The pot carries on to the next hand. To try a new hand, press **ESPACE**.

✓ **Word Blaster**

In *Word Blaster*, you try to guess the mystery word before all of the letters are filled in on the screen.
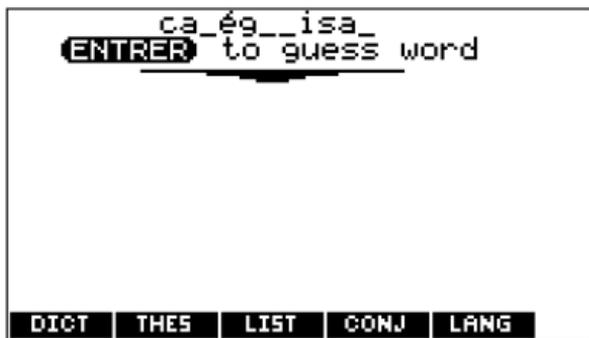
One letter at a time is revealed. When you know the mystery word, press **ENTRER** and type in the answer. Hold **MAJ** and press **?** to flash the partially completed word on the screen. Press **?** at any time to reveal the game word. To try a new word, press **ESPACE**.

✓ **Word Builder**

Word Builder makes anagrams for you. Before
you play, type letters you want *Word Builder* to
build words from and press **ENTRER**.

Word Builder shows the anagrams it has built.

To see the translation of a particular anagram,
press **ENTRER** to turn the highlight on, use the
arrow keys to move the highlight to the anagram
you want and press **ENTRER**. Press **THES** to
see the thesaurus entry of an English word, if
available. Press **ARR** to return to *Word Builder*.
To try a new word, press **ESPACE**.

✓ **Word Deduction**

In *Word Deduction*, you must guess the puzzle word. The letters of the puzzle word appear as underscores. You are limited to a certain number of guesses. When you enter a word, the number of letters that are found in the puzzle exactly as you typed them are listed under *perfect*. The number of letters that are found in the puzzle but not where you typed them are listed under *misplaced*. The number of guesses remaining appears to the right of the current guess.

```
Guess  Perfect  Misplaced
1  mien    0         1
2  main    0         0
3  coup    0         0
4  ___     13 Left
```

| DICT | THES | LIST | CONJ | LANG |

You can use the arrow keys to view previous guesses along with their score. Hold **MAJ** and press **?** to reveal a single letter in the puzzle. Press **?** to reveal the puzzle word and end the game.

Press **ENTRER** to turn on the highlight, then use the arrow keys to highlight the word you want. Press **ENTRER** again to see the translation of the word. Press **THES** to see the thesaurus entry of an English word, if available. Press **ARR** to return to *Word Deduction*. To try a new word, press **ESPACE**.

✓ **Word Dozer**

In *Word Dozer*, letters randomly appear on the screen. Use the arrow keys to move the word dozer so that it pushes letters together into words. To pull a letter with the bulldozer instead of pushing it, hold **FN** and press the arrow key which will move the bulldozer backwards.

When you make a valid word, it disappears and your score increases based on the length of the word. When the score reaches 50, 100, 200, 400 ..., the *Word Dozer* shoots the rest of the letters off the screen and a new level starts.

Letters drop faster with each new level. The game is over when the screen is so crowded with letters that you cannot make a word or when a new letter appears in the same space as the bulldozer. To play again, press **ESPACE**.

✓ **Word Train™**

In *Word Train*, you and the train take turns typing letters to form a word. Whoever types the last letter of the word wins. **Note**: Winning words must be at least four letters long.

To view the letters you can type at your turn, hold **MAJ** and press **?**. Press **?** to end a round and reveal the word. To see the translation of the game word, press **ENTRER**. Press **THES** to see the thesaurus entry of an English word, if available. Press **ARR** to return to *Word Train*. To try a new word, press **ESPACE**.

✓ **Link Four**

Link Four challenges you to connect four game pieces in any direction. You can play alone (*1 Player Link Four*) or with a friend (*2 Player Link Four*).
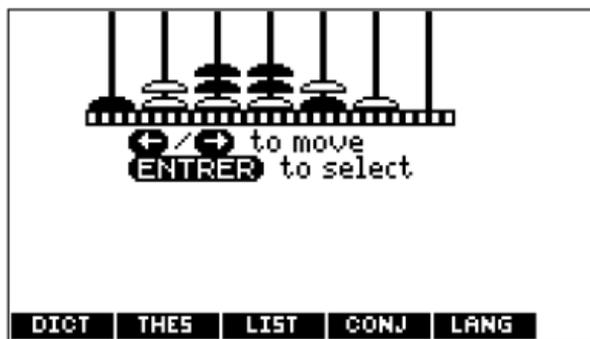
Use ◄ or ► to move your game piece to the post you want, then press **ENTRER**. The game piece is displayed along the bottom of the rack to show whose turn it is. The first player to link four game pieces wins. To play again, press **ESPACE**.

Using the Clock

The Clock displays the current time and date. You can save two times: Home time and World time.

1. Press **UTIL**.

2. Press **CLOCK** to toggle between Home time and World time.

3. From Home time, press **ENTRER** to set the time and date.

4. Use ▲ and ▼ to scroll through the options in the highlighted field.

5. Use ► or ◄ to move to another field.

6. Press **ENTRER** when done.

   Press **EFF** to exit without saving the settings.

7. Press **CLOCK** to toggle to World time.

8. Set World time the same way you set Home time.

Using the Databank

Adding Entries

You can store as many as 100 names and telephone numbers and addresses in the Databank. The total number of names you can add depends on the size of each entry.

1. Press **UTIL**.
2. Press **DATA**.
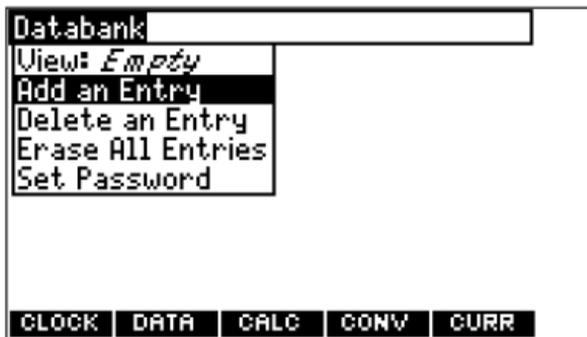
3. Highlight *Add an Entry* and then press **ENTRER**.
4. Type a name and press **ENTRER**.
5. Type a phone number and press **ENTRER**.

   Note: **A**-**P** will type numbers *0-9* automatically. To type a letter from this row, hold **FN** and press the letter key. To type a hyphen, press **J**. To type a **J**, hold **FN** and press **J**.

6. Type a postal address or e-mail address and press **ENTRER**.
   To type a number, hold **FN** and press **A-P**. To type an @, hold **FN** and press **M**.
7. Press **EFF** to return to the Databank menu.
   Press **MENU** to go to the main menu.

Viewing or Editing Entries

1. Press **UTIL**.
2. Press **DATA**.
3. Highlight *View: XX entries (XX% free)* and then press **ENTRER**.
4. To edit an entry, highlight it and press **ENTRER**.
   Type your changes. Use ◄ to move the cursor; use **ARR** to delete.
5. Press **ENTRER** to move to the number field.
   Press **ENTRER** twice to move to the address field.
6. Press **ENTRER** again to save your changes or hold down **FN** and press **ARR** to cancel your changes.
7. Press **EFF** to return to the Databank menu.
   Press **MENU** to go to the main menu.

Deleting Entries

1. Press **UTIL**.

2. Press **DATA**.

3. Highlight *Delete an Entry* and then press **ENTRER**.

4. Highlight the entry you want to delete and press **ENTRER**.

5. To delete all databank entries, highlight *Erase the List* in the Databank menu and then press **ENTRER**.

   Press **Y** to erase all databank entries or **N** to cancel the deletion.

6. Press **EFF** to return to the Databank menu.

   Press **MENU** to go to the main menu.

Using a Password

You can use a password to prevent unauthorized access to the databank.

Warning! Always write the password in a safe, separate location. If you lose or forget the password, you will be able to use the databank again only by removing the batteries from your BOOKMAN, which will permanently erase all the information stored in the databank.

1. Press **UTIL**.

2. Press **DATA**.
3. Highlight *Set password* and then press **ENTRER**.

```
Enter password:


◄
┌─────────────────────────────────┐
│                                 │
└─────────────────────────────────┘

CLOCK  DATA  CALC  CONV  CURR
```

4. Type a password of up to eight characters and press **ENTRER**.

   Use ◄ to move the cursor; use **ARR** to delete.

5. Press **C** to confirm or **EFF** to cancel the password.

   The password you set will be requested the first time the Databank is used during a session.

6. To change the password, repeat Steps 1-5.

   To remove a password, press **ENTRER** at the blank password screen.

7. Press **EFF** to return to the Databank menu.

   Press **MENU** to go to the main menu.

Using the Calculator

1. Press **UTIL**.

2. Press **CALC**.


```
                              0
CLOCK | DATA | CALC | CONV | CURR
```
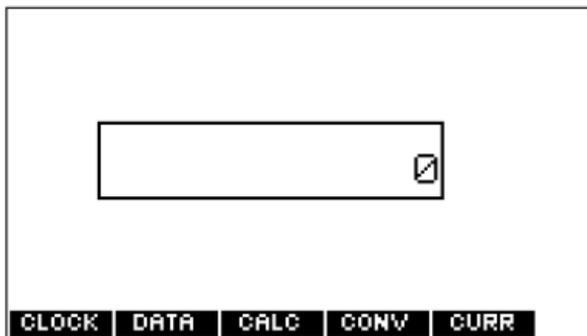
3. Type a number.

   Note: **A**-**P** will type numbers *0-9* automatically. You can type up to 10 digits. To type a decimal, press **G(.)**. To change the sign of a number, press **Z(+/-)**.

4. Press a math function key.

5. Type another number.

6. Press **ENTRER**.

   To repeat the calculation, press **ENTRER** again.

To Calculate...	Press...
reciprocals	**Q**
squares	**D**
percentages	**F**
square roots	**S**
negative numbers	**W**

7. Press **EFF** to clear the current calculations.

   Press **MENU** to go to the main menu.

Using the Calculator Memory

1. In the calculator, make a calculation or type a number.

2. To add the number on the screen to the number stored in memory, press **X(M+)**. To subtract the number on the screen from the number stored in memory, press **C(M-)**.

   M indicates the number is stored in memory.

3. To retrieve the number from memory, press **V(MR)**.

4. To clear the memory, press **B(MC)**.

Using the Metric Converter

1. Press **UTIL**.
2. Press **CONV**.

```
Conversions
 Temperatures
 Weights
 Liquids - USA
 Liquids - UK
 Lengths


 CLOCK | DATA | CALC | CONV | CURR
```

3. Use ▼ to select a conversion category
   (for example, *Weights*).
4. Select a conversion (for example,
   grams/ounces).
5. Type a number after one of the units.
   Note: **A-P** will type numbers *0-9*
   automatically. Press ▲ or ▼ to move
   between the lines. Press **ARR** to delete a
   number.
6. Press **ENTRER** to convert it.
7. Press **EFF** to clear to return to the
   Conversions menu.
   Press **MENU** to go to the main menu.

Using the Currency Converter

1. Press **UTIL**.
2. Press **CURR**.
3. Enter a conversion rate.
   The rate should be in units of the other currency per one unit of the home currency (*n* other/1 home). For example, to convert between U.S. Dollars and Euros, enter an exchange rate of 1.256. This means that 1.256 U.S. Dollars is the equivalent of 1 Euro.

   ```
   Exchange Rate: 1.256
   Home: ■
   Other:




   CLOCK | DATA | CALC | CONV | CURR
   ```

4. Enter an amount for the home or other currency.
   Press ▲ or ▼ to move between the lines. Use **ARR** to delete a number.
5. Press **ENTRER** to convert it.
6. Press **EFF** to clear the current conversion.
   Press **MENU** to go to the main menu.

Transferring Words Between Books

This dictionary can transfer words with certain other book cards. To send a word to another book, you must first install a book card in your unit, and that book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this dictionary.

   To highlight a word in a dictionary entry, press **ENTRER** to start the highlight, and use the arrow keys to move the highlight to the word you want.

2. Hold **FN** and press **CARTE**.
3. Highlight the icon of the other book.
4. Press **ENTRER**.

   The word you highlighted appears in the other book.

5. Press **ENTRER** again, if needed, to search for that word.

Resetting Your Unit

If the keyboard fails to respond, or if the screen
performs erratically, perform a system reset by
following the steps below.

1. Hold **EFF** and press ⏻.
   If nothing happens, try Step 2.
2. Use a paper clip to gently press the reset
   button on your unit.
   The reset button is recessed in a pin-
   sized hole below the book card slot.
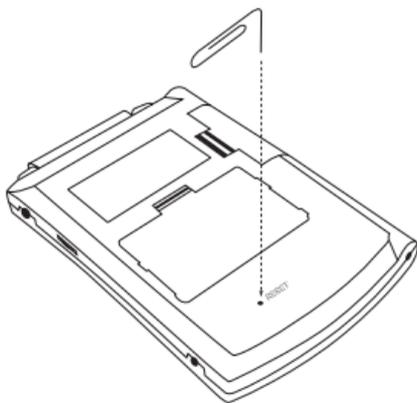
Warning! Pressing the reset button with
more than light pressure may
permanently disable your unit. In addition,
resetting the unit erases settings and
information entered in its built-in book,
and in an installed book card.

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Model FQS-1870: *Harrap's Shorter Dictionnaire français-anglais<=>anglais-français*

• **Batteries**: two AAA
• **Size**: 13.6 cm x 9.3 cm x 1.6 cm

Note: This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.

(CE) FC ⊠ **©** N681

This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing ⏻, or by removing and replacing the batteries.

FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient or relocate the receiving antenna.
–Increase the separation between the equipment and receiver.
–Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
–Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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Franklin Electronic Publishers, Inc.
Attn: Service Department
One Franklin Plaza
Burlington, NJ 08016-4907

If you return a Franklin product, please include your name, address, telephone number, a brief description of the defect and a copy of your sales receipt as proof of your original date of purchase. You must also write the RMA prominently on the package if you return the product; otherwise there may be a lengthy delay in the processing of your return. Franklin strongly recommends using a trackable form of deliver to Franklin for your return.

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(EU and Switzerland)

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.

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(outside U.S., EU and Switzerland)

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time.

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.